

GOLD MINER

Brought to you by SCORPION.

Gold Miner, a new concept in games for your SEGA Computer

Your task is to get the gold from the haunted caves deep beneath the earth's surface. Climb your way up the ladders while looking out for the Ghosts, Fire balls, Bats, Pools of acid, and Hot dripping oil. Now jump around changing the platform colours while watching out for the bouncing orbs and the deadly serpent. Now try your luck at dodging lava bombs and lava pools and return with the gold from the haunted caves.

See the review of this new SEGA game in the february issue of the SEGA magazine.

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CYCO BIKES

Take your bike to it's limit. See how long you and your opponent can last dodging your deadly dust trails and space junk. Block your opponent off and get the most points. Hours of fun.

SPRITE EDITOR

With this program you can create your own sprites for your own games etc...

Options you can use and there functions.

To exit out of these options enter 23<CR>.

1). Recall Sprite.

This will recall a pattern into the editing box. You can recall any of the sprites at the side of the screen.

2). Save Pattern.

This will save current pattern to a box at the side of the screen.

3). Print Pattern.

You can print the code of the patterns on the printer or screen. You can also print the shape and code of pattern on a print/plotter if you enter 22.

Insert disk. Turn on Disk Drive.

4). Rotate Pattern.

You can rotate the current pattern 90, 180, 270 degrees.

5). Reflect Pattern.

You can reflect the current pattern top to bottom, or left to right.

6). This will return you to the editing mode.

7). *Move *Change colour
*Restore *M*C*R*

Enter 23, M, C, R for option
(M) moves sprites around the screen. (C) changes the colour of a sprite. Use A and Z keys to find the sprite and space to select it. Cursor to move. Restore will ask you RESTORE NEW SET. If Y then old set will be saved and new set displayed. Flip between sets.

then computer. wait 10 seconds
Type RUN" " <CR>. When
finished turn OFF & start again

8). Start new sprite.

Will clear current pattern.

9). Input code.

You can input your own
pattern code. 16 0's will
appear and you overtype the
0's with new code.

0). Inverse Sprite

~~This will turn dots to space.~~
and spaces to dots.

:). Save sprites.

This will save the pattern
codes into data statements
for you. Just keep the <CR>
key pressed down. When
finished save program, using
normal saving.